

**2011 FALCON LEAGUE
STATE TOURNAMENT**
Hosted by Spanish Fork Parks & Recreation
Tuesday, July 5 - Thursday, July 7

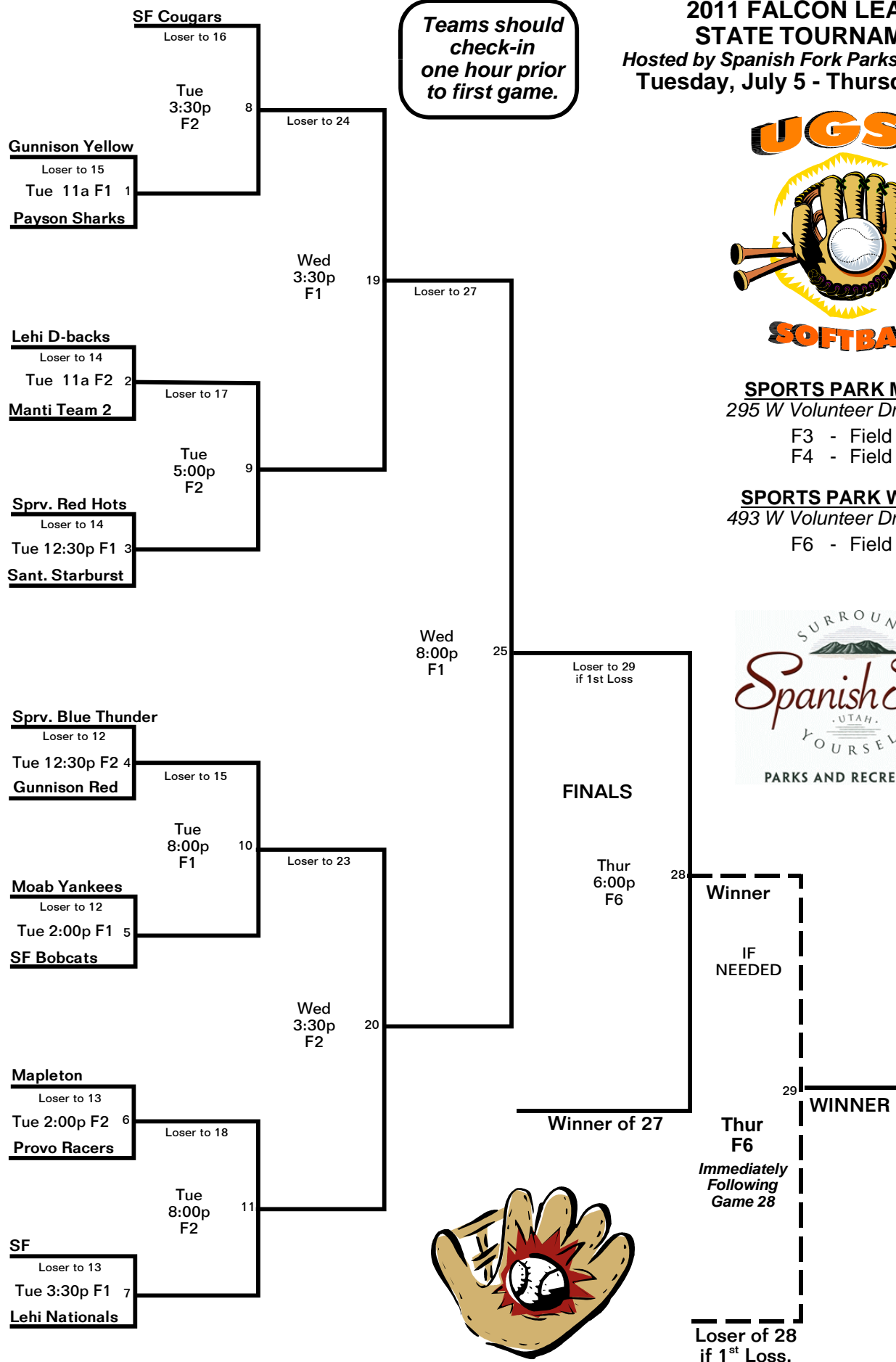


SPORTS PARK MAIN
295 W Volunteer Drive, SF
F3 - Field 1
F4 - Field 2

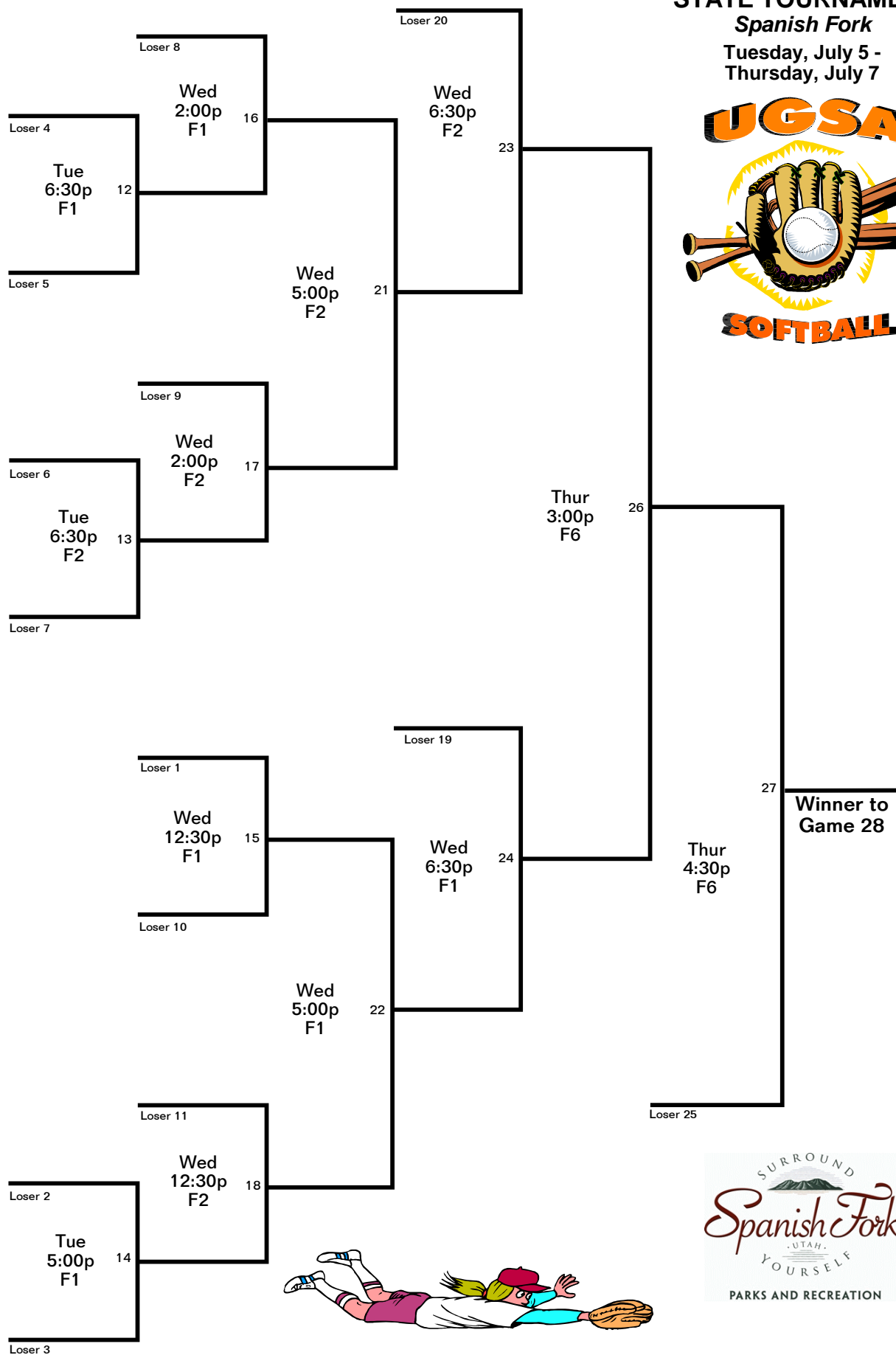
SPORTS PARK WEST
493 W Volunteer Drive, SF
F6 - Field 6



*Teams should
check-in
one hour prior
to first game.*



LOSER'S BRACKET





2011 UTAH GIRLS SOFTBALL ASSOCIATION STATE TOURNAMENT RULES Falcon League



1. **GOOD SPORTSMANSHIP.** Every coach, player and fan is responsible to show good sportsmanship, loyalty, honesty and courage in meeting and supporting the AIMS and OBJECTIVES of UGSA. If we lose track of our objectives, we lose the game no matter what the final score is.
2. **CHECK IN WITH AREA TOURNAMENT DIRECTORS AT LEAST ONE HOUR PRIOR TO YOUR FIRST GAME.** They will review rosters with you (they will have an official copy) and add pick-up players and uniform numbers where needed. Plan to have your equipment checked at this time. Chin straps are not required on batting helmets.
3. **LINE UPS.** Coaches will have the option to bat their entire line-up (including 1 pickup player) which will allow them free defensive substitution throughout the game. With this option, the batting order must remain the same for the entirety of the contest. This decision must be determined when lineups are turned in to the official scorekeeper. This does not change the rule that only one pick-up player can be played at a time.

Defensively, ten players will play — the extra player must play in the outfield. The four outfielders must be positioned in the traditional outfield position in an umbrella formation. Outfielders must line-up in the grass of a skinned infield. Outfielders are not to be used as extra infielders.

A team will be allowed to start a game with only 8 players. However, an automatic out will be assessed every time the missing player has their turn to bat. Any team failing to field at least 8 uniformed players within 10 minutes of the scheduled starting time of the game shall forfeit. Teams can play with 9 players without taking an automatic out. This rule supercedes rule #20 on page 16 in the UGSA Rule Book.

4. **SUBSTITUTION RULE.** If a team chooses to only bat 10 players, starters may re-enter the game one time in the same spot in the batting order that they came out of. Substitutes can re-enter once in the same batting order that they came out of. Coaches may move their players (that are in the line-up) in the field at their discretion. The batting order must remain constant. No designated defensive players allowed.
5. **BALL SHAGGER.** Will not be used in the Falcon State Tournament.
6. **BALL GAME TIME LIMIT.** Ball games will be limited to 1 hour or 6 innings, whichever comes first. No new innings should begin after the 1 hour time limit. Time limit is based on when the last out is made. Championship game will go a full six innings. All mercy rules will be in effect for all games including the championship game. If an "IF" game is required after the championship game, the time limit again applies to this game.

Mercy Rules: 15 runs after three innings, 12 runs after four innings and 8 runs after five innings.

The first two innings of play will be governed by a 6 run offensive limit. The last play will be live. This will allow more than 6 runs to be scored. Once the play is completed teams will switch.

When a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker.

7. **PICK-UP PLAYERS.** Pick-up players can play in any position and must play in their own team's uniform. Only one pick-up player can be in the game at a time and only one can bat in an inning.
8. **INTERFERENCE RULE.** The catcher or fielder cannot block the home plate when she does not have the ball. The runner can try to elude the tag by running around or sliding into home plate. If a player does not slide and the umpire feels (judgement call) that interference occurred as a result of such conduct, the runner is automatically out, the ball is dead, and every other base runner must return to the last base touched at the time of the collision. If the act is flagrant, the runner is ejected from the game and suspended for the following game.
9. **CONFERENCES.** Offensively, only one time out can be taken in a ½ inning. Coaches can give signs to all batters in a timely manner. Coaching players in between innings does not constitute a time out.

Defensive Conferences: The defensive team will be allowed a total of three conferences without penalty during a game. After three charged conferences in a game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game. A conference is not charged when a pitching change is made.

10. **PITCHING.** The pitcher must start with the pivot foot in contact with the rubber. U.G.S.A. will allow a pitcher to step backward from the pitching rubber with the non-pivot foot while delivering the ball. Crow hop to replant and deliver is illegal.
11. **INFIELD OR BATTING PRACTICE.** There will be no infield or batting practice taken on the field prior to game time.
12. **BASE RUNNERS.** There is no stealing in Falcon League. All play must stop when the pitcher is standing within the pitching 8 foot radius circle and the ball enters or passes through the circle — regardless of whether the pitcher catches it or not. Base runners must go to the nearest base.
13. **PROTESTS.** Any protest must be made at the time of the infraction, before the next pitch is thrown, and will be handled quickly by the tournament director and the host committee of at least two additional people (3 total). No appeal beyond them. Game clock will stop, however no undue game delay will be allowed for lengthy protests.
14. **GATE FEES.** \$2.00 per person per day (age 12 and over) will be charged to those attending except for players and coaches (2 only) and the spouses of coaches. This admission fee helps cover costs of umpires, softballs, scorekeepers and awards.
15. **HOME TEAM.** Home team will be determined by a coin flip until the championship game. In the championship game, the home team will be the undefeated team. If an "IF" game is required, home team will be the winning team of the first championship game. There are no assigned dugouts.

***** THESE & ALL OTHER U.G.S.A. RULES APPLY *****

GOOD LUCK! Play well ... play fair ... and have FUN!

REMEMBER . . . IT'S JUST A GAME!